DUALMAGAZINE DOUGRAM

SIMULATION GAME MANUAL

GAME NO. 4 FINAL OMNIBUS EDITION

UNOFFICIAL REVISED RULE BOOK v 1.1 TRANSLATED BY TONY A. ROWE
FOR DUAL MAGAZINE'S *DOUGRAM SIMULATION MANUAL NO. 4 FINAL OMNIBUS* SIMULATION GAME
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TABLE OF CONTENTS

■ COMPONENTS....2
1) THE MAP BOARD....2
2) UNITS....2
UNIT AND MARKER DETAILS....2
3) TURN SEQUENCE....3
4) MOVEMENT....3
5) STACKING....3
6) FIRE ARCS....3
7) LINE OF SIGHT....4
8) SHOOTING....4
9) HIT CONFIRMATION....5
10) PILOTS....5
11) DAMAGE RESOLUTION....5
12) INFANTRY TRANSPORTS....6
13) CB ARMOR TRANSPORTS....6
14) SUPPLEMENTARY RULES....6
15) SCENARIO DESIGN....6
■ EXAMPLE SCENARIOS....7
<Game No. 2>....7
■ READERS' ORIGINAL SCENARIO COLLECTION....7
<Scenario 1>....7
<Scenario 2>....7
<Scenario 3>....7
<Scenario 4>....7
REFERENCE SHEET A....9
REFERENCE SHEET B....10
■ LET'S ENJOY SIMULATION GAME....11
■ DESIGNER'S NOTES (GAME NO. 2)....12
■ DESIGNER'S NOTES (GAME NO. 4)....12
■ Q & A from Game No. 2....13
■ TRANSLATOR'S NOTES....13
■ TRANSLATOR'S RULES NOTES....13
■ CREDITS....13

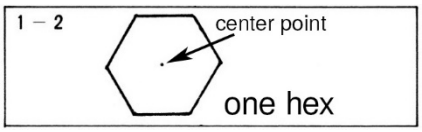
■ COMPONENTS

This game consists of a map board and game counters (on page 103 (of original Dual Magazine issue # 5 – Ed.)) at the end of this book. Please separate them from the magazine. Two dice are also needed to play.

1) THE MAP BOARD

1-1) The map board represents the terrain of the colony planet of Deloyer where guerrilla freedom fighters battle for liberation from the forces of the Earth Federation.

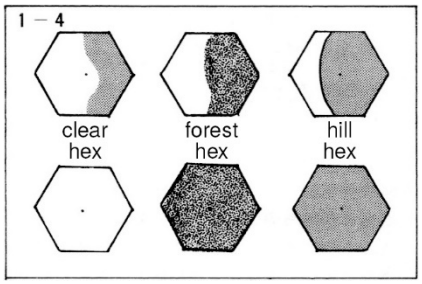
1-2) The hexagonal spaces printed on the map board are used to measure movement and attack ranges and are referred to as **hexes**.



1-3) The **center point** in the middle of each hex is used for determining line of sight and terrain type.

1-4) The **terrain type** covering the center point of a hex determines the terrain type in that hex.

1-5) Any half-hex at the edge of the map board is treated as a complete hex.



2) UNITS

2-1) Units are counters that represent active game entities while **markers** are counters that represent game information.

2-2) Units are combat armor (abbreviated as **CA**), infantry, vehicle, helicopter, and pilot units.

UNIT AND MARKER DETAILS

- **UNIT TYPE –** An abbreviation of the unit's name. Refer to the Unit Abbreviation Tables below for details.
- **ATTACK STRENGTH –** A unit's level of firepower representing its weapon's strength and range.
- **ARMOR THICKNESS** – The unit's defense strength, used in resisting damage when hit by an attack.
- **MOVEMENT –** How many movement points (**MP**) the unit may spend to move in one turn.

CA UNIT ABBREVIATIONS

UNIT TYPE	COMBAT ARMOR (CA) UNIT NAME
DM	Dougram
DM-T	Dougram w/ Turbo-Zack
ST	Soltic H8
ST-T	Soltic H8-RF "Kolchima"
BH	Blockhead T10B
BHC	Blockhead T-10C "X-
BM	Bushman
IF	Ironfoot
BF	Bigfoot
ML	Mackerel
NF	Nicholiev
P-ST	"Pajama" Soltic
CG	Crab Gunner (GG)
TG	Tequila Gunner
DG	Desert Gunner
BG	Blizzard Gunner

INFANTRY UNIT ABBREVIATIONS

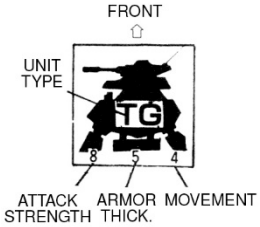
UNIT TYPE	INFANTRY UNIT NAME
D7	Fang of the Sun Deloyer 7
UA	Federal Mechanized Infantry
GL	Liberation Army Infantry

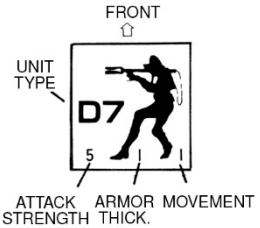
VEHICLE UNIT ABBREVIATIONS

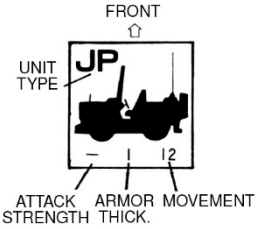
UNIT TYPE	VEHICLE UNIT NAME
ND	Native Dancer combat buggy
IT	Instead AFV
SC	Sidecar
GS	Ground Search hovercraft
JP	Jeep
TR	Trailer

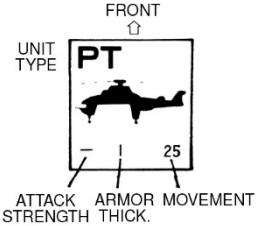
HELICOPTER UNIT ABBREVIATIONS

UNIT TYPE	HELICOPTER UNIT NAME
PT	Patriot
BJ	Bonefish
DY	Duey
MB	Maverick

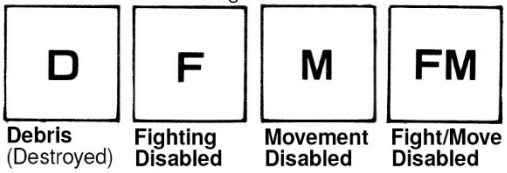








Damage Markers



Altitude Markers

PILOT UNITS

Name: Character name.
Gunnery: Bonus to hit chance roll when shooting.
Piloting: Penalty to hit chance roll when defending.

3) TURN SEQUENCE

3-1) This is a two-player game where one player controls the Guerilla forces and the other player controls the Federal forces.

3-2) Each game round is divided into first and second player turns, much like innings in a baseball game.

3-3) One game round consists of 2 player turns.

3-4) One player turn consists of 3 phases that must be played in the order shown on **Table I**.

Table I GAME ROUND SEQUENCE
① **1st Player Movement Phase**
② **2nd Player Attack Phase**
③ **1st Player Counterattack Phase**
④ **2nd Player Movement Phase**
⑤ **1st Player Attack Phase**
⑥ **2nd Player Counterattack Phase**

During a player's turn, they are considered the **active player** and the opponent is the **opposing player**. Each player turn consists of the following three phases:

① **Movement Phase**
The active player may move all units they control (the opposing player may not move units).

② **Attack Phase**
The opposing player may attack with all units they control (the active player may not attack).

③ **Counterattack Phase**
The active player may now attack with all available units, even those that were damaged in the previous attack phase (the opposing player may not attack).

The attack and counterattack phases in one turn are considered to take place simultaneously, so any damage does not take effect until the end of the counterattack phase. Units damaged during the attack phase may counterattack as if they were undamaged.

Once both player turns are complete, one game round is over, and a new round begins.

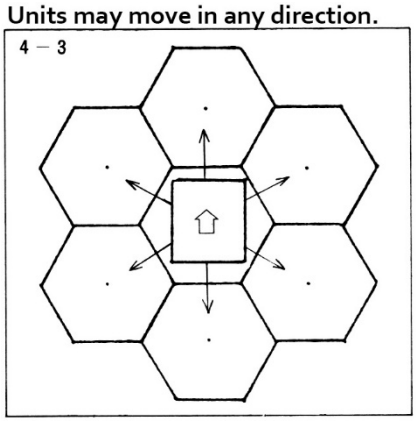
4) MOVEMENT

4-1) A player may move any units they control during their movement phase. The player may move all, some, or none of their units.

4-2) A unit may move on the map board by expending Movement Points (**MP**) up to its Movement value. It is not required to spend all its MP in a phase but may not spend more than its Movement value in one turn. Unspent MP may not be transferred to another unit and may not be held for use on a later turn.

4-3) All units may move in any direction, regardless of facing.

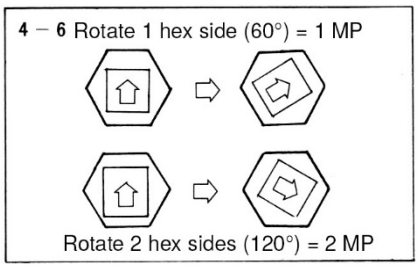
Units may move in any direction.



4-4) Different units spend different amounts of MP in order to move to a hex, depending on the type of terrain in that hex.

4-5) A unit with a Movement rating of 6 may spend up to 6 MP in one round.

4-6) All units have a front facing and must always be oriented to face a hex side, never a hex corner. An infantry unit may change its facing freely during its movement phase. Other units may rotate by 1 hex side (60°) at a cost of 1 MP or rotate by 2 hex sides (120°) for 2 MP.



4-7) Helicopters may also spend MP to change altitude. They map climb by spending 2 MP per altitude level or descend by spending 1 MP per altitude level.

4-8) An altitude marker is place on each helicopter unit to indicate its current altitude level [I recommend 10-sided dice for this purpose -Ed.].

4-9) The maximum altitude level for any unit is 10.

4-10) Any unit at an altitude level below the ground level in that hex has crashed with the ground. Replace the unit with a debris marker.

5) STACKING

5-1) A stack is when more than one unit are in the same hex together.

5-2) In this game, any number of units controlled by both players may be stacked together.

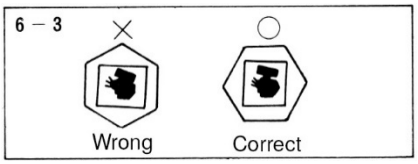
5-3) If a unit in a stack is attacked, the other units in that stack are not affected.

6) FIRE ARCS

6-1) A fire arc refers to the area in which a unit may shoot at targets. Units may only use a fire arc that matches its unit type. There are five different fire arcs in the game, labeled Ⓐ through Ⓔ.

6-2) When a unit shoots, it may target a unit that is within its weapon range and within the fire arc of its front facing.

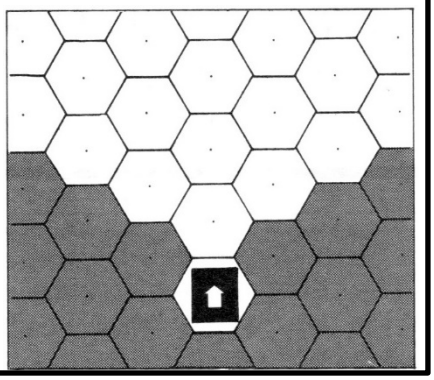
6-3) All units must be oriented to face a hex side, never a hex corner.



6-4) Fire Arc Reference:

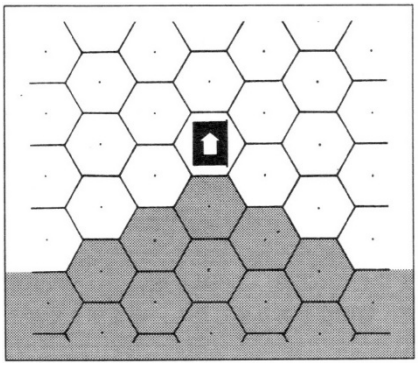
FIRE ARC Ⓐ

Helicopters, Vehicles, and 2-legged CA units such as Dougram (DM) and Iron Foot (IF)



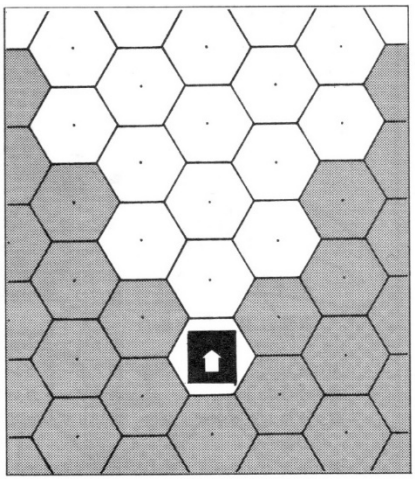
FIRE ARC Ⓑ

Crab and Desert Gunner (CG and DG)



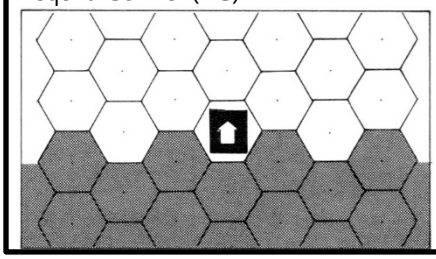
FIRE ARC Ⓒ

Blizzard Gunner (BG), Dougram with Turbo-Zack system (DM-T)



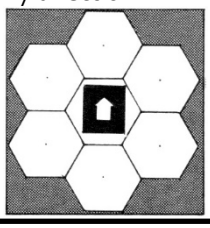
FIRE ARC Ⓓ

Tequila Gunner (TG)



FIRE ARC Ⓔ

Nicholiev (NF) and all Infantry may shoot in any direction



7) LINE OF SIGHT

7-1) Confirming line of sight is the act of ensuring that an attacking unit can see the intended target before shooting. A unit may only shoot at a target that it can see.

7-2) To confirm line of sight, trace a straight line from the center point of the shooter's hex to the center point of the target's hex. If the line crosses any obstacle, the line of sight is blocked, and the attacker cannot shoot. If the line of sight is clear, then the attacking unit may take the shot.

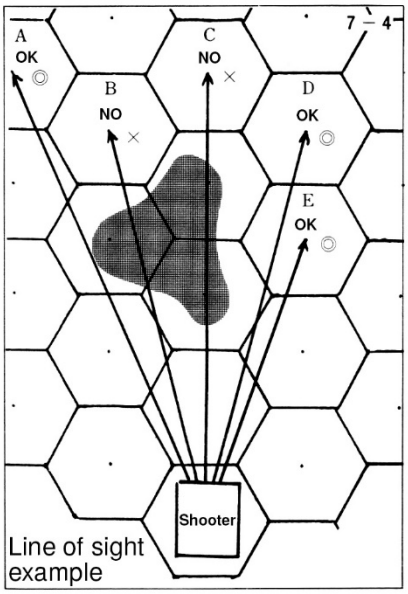
7-3) The obstacles in this game are hills and forests.

7-4) Obstacle hills and forests are icons printed on the map board and do not include hill and forest terrain types.

7-5) A hill is height 1. A unit standing on a hill hex is at elevation level 1.

7-6) A unit in a forest hex is at elevation level 0, just like standing in a clear hex [assuming that the forest is not on a hill terrain, of course -Ed.]

7-7) If the height of an obstacle between shooter and target is lower than the altitude level of either unit, athe line of sight is clear.



◎: OK, line of sight is clear

×: No line of sight

※If the shooter and target are at the same elevation level, the hill blocks line of sight to hexes B and C. Line of sight is clear to hexes A, D, and E.

8) SHOOTING

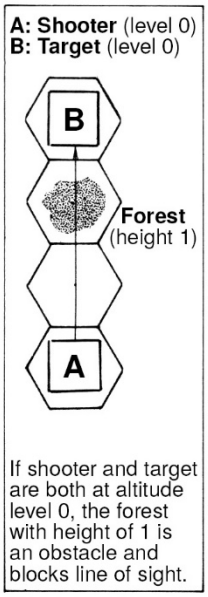
8-1) A shooter is a unit that uses its weapon to attack an enemy unit within line of sight

8-2) First, the attacking player declares the shooting unit and the intended target. Once declared, these cannot be changed.

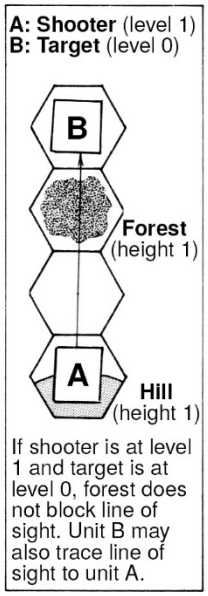
8-3) To shoot, first confirm line of sight **(7-1)**. Once confirmed, roll to see if the shot hits the target. If it hits, continue to damage confirmation. If it misses, the attack fails.

8-4) One unit may be the target of multiple shots in one phase. In this case, each attack is determined separately. Do not combine multiple attacks together.

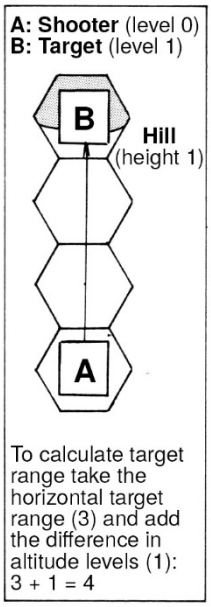
8-5) A unit may make one attack during its attack phase and one during its counterattack phase. However, the DM-T (Dougram with Turbo-Zack system) may shoot once with Attack Power 12 or twice with Attack Power 6. In this case, it uses Fire Arc A and DM hit chance.



If shooter and target are both at altitude level 0, the forest with height of 1 is an obstacle and blocks line of sight.



If shooter is at level 1 and target is at level 0, forest does not block line of sight. Unit B may also trace line of sight to unit A.



To calculate target range take the horizontal target range (3) and add the difference in altitude levels (1): 3 + 1 = 4

9) HIT CONFIRMATION.

9-1) Next, confirm if the shot hits. The attacking player determines the base hit chance by cross-referencing the shooting unit type with the target range on **Table V**.

9-2) To determine the target range, measure the shortest distance (in hexes) between shooter and target (the horizontal target range). Add the difference in altitude levels between the units for the total target range.

9-3) HIT CHANCE EXAMPLE

Dougram shooting at target range 3 has a hit chance of 4 on Table V. A roll of 4 or less on one die will hit.

9-4) HIT CHANCE MODIFIER

The hit chance is reduced if the shooter is moving.

※ **Apply a +1 penalty to the hit chance roll** if the attacking or counterattacking shooter moved during its previous Movement Phase.

10) PILOTS

10-1) A pilot unit may operate any CA unit (Also, J. Rock may operate a Native Dancer).

10-2) Each pilot moves with the CA unit they operate.

10-3) If a CA is destroyed, any pilot operating it is assumed to be destroyed and is removed from the map board.

10-4) If a CA unit has two pilots (such as with a Blockhead or Bigfoot), use the main pilot's Piloting skill when targeted by and attack and the co-pilot's Gunnery skill when shooting at another unit.

10-5) A hit chance roll is modified by the shooting pilot's Gunnery skill and the target pilot's Piloting skill as they attempt to dodge the attack

10-6) HIT CHANCE EXAMPLE

Crinn (Gunnery skill: -1) in Dougram shoots at Sergeant Deol's (Piloting skill: 0) Crab Gunner at target range 3. Dougram's base hit chance at this range is 4. The die roll is modified by Crinn's Gunner skill (-1) and Deol's Piloting skill (0), giving a total modifier ((-1) + (0) = -1) of -1. The shot will hit on a roll of 5 or less.

11) DAMAGE RESOLUTION

11-1) If the target is hit, the next step is to resolve any damage. Consult Table VI or Table VII, depending on if the shooter's Final Attack Power is equal to or greater than the defender's Armor Thickness or not.

11-2) First, determine the shooter's Attack Power at Range. A weapon's effectiveness decreases as the target range increases. Subtract the target range from the shooter's base Attack Power. For example, Dougram with Attack Power 6 shoots at target range 4. The Attack Power at Range is (6 – 4 = 2) **2**.A unit may not shoot at a range that reduces the Attack Power at Range to 0 or less.

11-3) Next, subtract the target's Armor Thickness from the shot's Attack Power at Range to determine the **Final Attack Power**.

※ **Shooter's Attack Power – target range – target's Armor Thickness = Final Attack Power**

11-4) If the Final Attack Value is 0 or more, consult Damage Resoltion Table VI and roll one die. Cross reference the die result and the Final Attack Value to determine the shot's effect. **If the Final Attack Power is less than 0, consult Damage Resolution Table VII and roll two dice.** Cross reference the dice total and the Final Attack Value to determine the shot's effect.

11-5) DAMAGE RESOLUTION EXAMPLE

Dougram with Attack Power of 6 shoots at a Soltic unit with Armor Thickness of 3 at a target range of 2 and hits. The Attack Power at Range is (6 – 2 = 4) 4 and the Final Attack Power is (4 – 3 = 1) 1 and Damage Resolution Table VI is consulted. The die roll is 5, giving a result of M (Mobility Disabled).

11-6) DAMAGE RESULTS

D: DESTROYED.

Target unit and any pilot are replaced with a Debris marker (D).

F: FIGHTING DISABLED.

Target unit is no longer able to shoot. Place a Fighting Disabled (F) marker on the unit.

M: MOBILITY DISABLED.

Target unit may no longer move. Place a Mobility Disabled (M) marker on the unit. An immobilized helicopter must land during its next Movement Phase (**see 14-3**). An immobilized CA unit may still be loaded onto a transport helicopter (**see 14-6**).

—: NO EFFECT.

Shot was ineffective.

11-7) If a unit suffers the same damage effect more than once, ignore any duplicate effects. For example, an immobilized unit would ignore any Mobility Disabled results and the shot would be treated as No Effect. However, if a unit suffers both a Fighting Disabled effect and a Mobility Disabled effect, place a Fighting and Mobility Disabled (FM) marker on the unit, replacing any other damage marker.

※ Use Damage Resolution Tables VI and VII when targeting CA, Vehicle, or Helicopter units.

※ Use Damage Resolution Table VIII when targeting Infantry units. Shot is automatically ineffective if Final Attack Power is less than 0.

12) INFANTRY TRANSPORTS

12-1) Some vehicles and helicopters may serve as transports for infantry units. An infantry unit stacked with vehicle or helicopter may embark onto that transport during its Movement Phase.

12-2) The transport may not move during the same phase the infantry unit is embarking.

12-3) Once boarded, the infantry unit moves with the transport.

12-4) If a transport is destroyed, the embarked infantry unit is also destroyed. If a transport's movement or fighting is disabled, the boarded infantry is not affected.

12-5) An infantry unit may debark during its Movement Phase. Neither the transport nor the infantry may move during this phase and will not be able to shoot during the Counterattack Phase in this turn.

12-6) A helicopter must land before an infantry unit may embark to/debark from the unit.

12-7) INFANTRY TRANSPORTS

PATRIOT (PT)

May transport up to 5 infantry units. Embarked infantry may not shoot.

JEEP (JP)

May transport 1 infantry unit. Embarked infantry may shoot.

TRAILER (TR)

May transport up to 2 infantry units and one Dougram unit (**see 14-2**). Embarked infantry may shoot.

13) CB ARMOR TRANSPORTS

13-1) Maverick (MB), Bonefish (BF), and Patriot (PT) helicopter units may each transport one CA unit.

13-2) A transport helicopter may load a CA unit if they are both stacked in the same hex and at the same altitude level at the start of their Movement Phase.

13-3) The CA unit and transporting helicopter may not move during the Movement Phase when the CA unit is being loaded.

13-4) A transport helicopter's Movement value is reduced by ½ (round down) while a CA unit is loaded.

13-5) The CA unit may be unloaded during its Movement Phase. The CA unit may not move during this phase and cannot shoot during the Counterattack Phase in this turn.

13-6) If a transport helicopter is destroyed or immobilized while loaded, the CA unit is immediately unloaded after the damage is suffered. If the transport receives a Fighting Disabled result, the CA unit is not affected.

13-7) If the CA unit is unloaded at an altitude level of 3 or more above the ground, make a Landing Resolution check on Table II to see if it suffers any damage.

14) SUPPLEMENTARY RULES

14-1) A Jeep (JP) may not move without an embarked infantry unit.

14-2) Dougram (DM) may embark onto a Trailer (TR) unit and move with it. Rules for embarking and debarking follow those for Infantry Transports (**see 12**). Dougram is not damaged if the Trailer unit is destroyed.

14-3) A helicopter unit that suffers a Mobility Disabled effect must land during its next Movement Phase.

14-4) Enemy units may not be hijacked by pilots or infantry.

14-5) Loaded CA units may be targeted by attacks. Embarked infantry units may not be targeted by attacks.

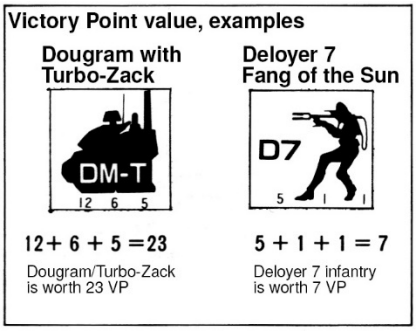
14-6) An immobilized CA unit may still be loaded onto a transport helicopter.

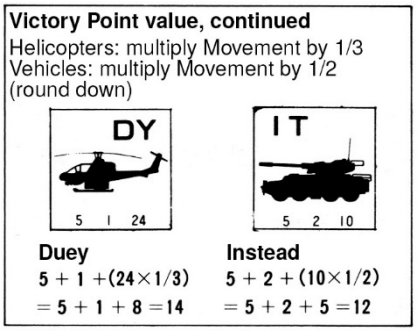
15) SCENARIO DESIGN

① GAME SET-UP

1) Each player receives 100 **Victory Points** (VP) to spend on purchasing units to add to their roster.
2) Both players are free to purchase any units they like without going over 100 VP.
3) Both players use their own units to play against each other.

※ Victory Point (VP) values for each unit are determined by adding the Attack Power, Armor Thickness, and Movement values together. For helicopters, use 1/3 Movement value. For vehicles, use 1/2 Movement value.


Victory Point value, examples
Dougram with Turbo-Zack
Deloyer 7 Fang of the Sun
DM-T
12 6 5
D7
5 1 1
12+ 6 + 5 =23
Dougram/Turbo-Zack is worth 23 VP
5 + 1 + 1 = 7
Deloyer 7 infantry is worth 7 VP



② **UNIT PLACEMENT**

The Earth Federation player's units enter from the left side of the map and the Deloyer Guerilla player's units enter from the right side.

③ **VICTORY CONDITIONS**

At the end of 10 game rounds, the player has destroyed the most VP of enemy units wins.

Enemy units that have their fighting and/or movement disabled are worth 1/2 of their full VP value (round down).

■ EXAMPLE SCENARIOS

[Embarked units are noted as being "on" their transport units -Ed.]

<GAME NO. 2>
DESERT WARFARE

- ○ Use map board No. 2.
- ○ Guerilla Unit Roster
  - Start in hex A2
    - TR x 1
    - DM x 1 (on TR unit)
  - Start in hex A3
    - JP x 1
    - D7 x 1 (on JP unit)
- ○ Federation Unit Roster
  - Start in hex D16
    - DG x 2
  - Start in hex D15
    - SC x 1
    - JP x 1
    - UA x 2 (on SC/JP units)
- ○ Guerilla plays first
- ○ Game length: 9 rounds
- ○ Victory Conditions:

The side that destroys all enemy CA units wins.

■ READERS' ORIGINAL SCENARIO COLLECTION

<SCENARIO 1>
ATTACK THE GUERRILLA BASE!

By Naoki Kinase, Nigata Prefecture

- ○ Use map board No. 1.
- ○ Guerilla Unit Roster
  - Start in hex E4
    - DM x 1
    - TR x 1
    - D7 x 1
    - GL x 1
- ○ Federation Unit Roster
  - Start in hex M16
    - ST x 3
  - Start in hex L7
    - JP x 4
    - UA x 4 (on JP units)
  - Start in hex M18
    - TR x 1
    - UA x 2 (on TR unit)
  - Start in hex L16
    - LC x 3
- ○ Federation plays first
- ○ Game length: 15 rounds
- ○ Victory Conditions:

Federation: Destroy Dougram (DM)

Guerilla: Prevent Federation victory

<SCENARIO 2>
TAKE THE HIGH GROUND
(EPISODE 55)

By Isamu Ishii, Tochigi Prefecture

- ○ Use map board No. 2.
- ○ Guerilla Unit Roster
  - Start in hex G18
    - DM-T x 1 (piloted by Crinn)
  - Start in hex I18
    - IF x 2
- ○ Federation Unit Roster
  - Start in hex I18
    - BH x 2
  - Start in hex D1
    - ST-T x 4 (piloted by Blink, Rad, Barrel, and Tennison)
- ○ Federation plays first
- ○ Game length: 6 rounds
- ○ Victory Conditions:

The side that destroys the most enemies wins.

<SCENARIO 3>
A SOLDIER'S REST
(EPISODES 40-41)

By Isamu Ishii, Tochigi Prefecture

- ○ Use map board No. 1.
- ○ Guerilla Unit Roster
  - Start in hex I2
    - DM-T x 1 (piloted by Crinn)
- ○ Federation Unit Roster
  - Start in hex H17
    - BH x 1 (piloted by Hank and Aaron)
- ○ Guerilla plays first
- ○ Game length: 7 rounds
- ○ Victory Conditions:

The side that destroys the enemy wins.

- ○ Special Rules:

The DM-T's left hand is destroyed and the rear cannon (Attack Power 12) cannot be used.

<SCENARIO 4>
PRISONER TRANSFER MISSION

By A.G. "Shoopy," Osaka Prefecture

- ○ Use map board No. 2.
- ○ Guerilla Unit Roster
  - Start in hex I8
    - JP x 1
    - D7 x 1 (on JP unit)
  - Start in hex K7
    - SC x 1
  - Start in hex L5
    - JP x 2
    - GL x 2 (on JP units)

Start in hex K9
TR x 1

○ Federation Unit Roster

Start in hex D18
TR x 1
GL x 2 (on TR unit)
(see Special Rules)

Start in hex D17
JP x 2
UA x 2 (on JP units)

Start in hex E17
SC x 4

○ Guerilla plays first

○ Game length: 10 rounds

○ Victory Conditions:

Federation: Move the TR unit with Federal POWs (2 GL units) to the left side of the map board.

Guerilla: Prevent Federation victory.

○ Special Rules:

The GL units embarked on the Federation player's TR unit are prisoners and cannot attack. The prisoners may debark and escape only if the TR unit is immobilized.

UNIT TYPE	COMBAT ARMOR (CA) UNIT NAME	TABLE V: HIT CONFIRMATION 0	1	2	3	4	5	6	7-9	10+	ATTACK POWER	ARMOR THICK.	MOVE.	VP COST
DM	Dougram	6	6	5	4	3	2	-	-	-	6	6	6	18
DM-T	Dougram w/ Turbo-Zack	5	5	4	4	3	3	2	2	1	12	6	5	23
ST	Soltic H8	5	4	4	3	2	1	-	-	-	6	3	5	14
ST-T	Soltic H8-RF "Kolchima"	6	6	5	5	4	3	2	1	-	8	3	6	17
BH	Blockhead T-10B	6	4	4	3	2	1	-	-	-	6	6	4	16
BHC	Blockhead T-10C "X-NEBRA"	6	6	5	4	3	2	-	-	-	6	6	5	17
BM	Bushman	5	4	4	3	2	1	-	-	-	6	2	6	14
IF	Ironfoot	6	5	4	4	3	3	2	1	-	10	6	5	21
BF	Bigfoot	6	6	5	4	3	2	1	-	-	7	3	5	15
ML	Mackerel	5	4	3	2	-	-	-	-	-	4	3	3	10
NF	Nicholiev	5	4	3	2	1	-	-	-	-	5	1	6	12
P-ST	"Pajama" Soltic	6	5	4	3	2	2	-	-	-	6	1	8	15
CG (GG)	Crab Gunner	5	5	4	3	3	2	1	-	-	7	5	4	16
TG	Tequila Gunner	5	5	4	3	3	2	1	1	-	8	5	4	17
DG	Desert Gunner	5	5	4	3	3	2	1	-	-	7	4	5	16
BG	Blizzard Gunner	5	4	4	3	3	2	2	1	-	8	3	6	17
TYPE	**VEHICLE**	0	1	2	3	4	5	6	7-9	10+	ATTACK	ARMOR	MOVE.	VP
ND	Native Dancer combat buggy	5	4	3	2	-	-	-	-	-	4	1	14	12
IT	Instead AFV	5	4	3	2	1	-	-	-	-	5	2	10	12
SC	Sidecar	4	2	-	-	-	-	-	-	-	2	1	12	9
GS	Ground Search hovercraft	4	3	2	-	-	-	-	-	-	3	1	12	10
JP	Jeep	-	-	-	-	-	-	-	-	-	-	1	12	7
TR	Trailer	-	-	-	-	-	-	-	-	-	-	3	10	8
TYPE	**HELICOPTER**	0	1	2	3	4	5	6	7-9	10+	ATTACK	ARMOR	MOVE.	VP
PT	Patriot	-	-	-	-	-	-	-	-	-	-	1	25	9
BJ	Bonefish	-	-	-	-	-	-	-	-	-	-	1	20	7
DY	Duey	5	4	3	1	1	-	-	-	-	5	1	24	14
MB	Maverick	4	2	-	-	-	-	-	-	-	2	1	18	9
TYPE	**INFANTRY**	0	1	2	3	4	5	6	7-9	10+	ATTACK	ARMOR	MOVE.	VP
D7	Fang of the Sun Deloyer 7	6	5	3	2	1	-	-	-	-	5	1	1	7
UA	Federal Mechanized Infantry	4	2	1	-	-	-	-	-	-	3	1	1	5
GL	Liberation Army Infantry	5	3	1	-	-	-	-	-	-	3	1	1	5

■ Table I Game Round Sequence

1st Player Turn	2nd Player Turn
① **1st Player Movement Phase** 1st player may move any or all units they control.	④ **2nd Player Movement Phase** 2nd player may move any units they control.
② **2nd Player Attack Phase** 2nd player may attack with any units they control. Damage does not take effect until next phase.	⑤ **1st Player Attack Phase** 1st player may attack with any units they control. Damage does not take effect until next phase.
③ **1st Player Counterattack Phase** 1st player may attack with any units they control, even those damaged in the previous attack phase. Damage from the previous phase takes effect at the end of this phase.	⑥ **2nd Player Counterattack Phase** 2nd player may attack with any units they control, even those damaged in the previous attack phase. Damage from the previous phase takes effect at the end of this phase.

■ Table II Landing Resolution

	Die Roll					
Altititude	**1**	**2**	**3**	**4**	**5**	**6**
3-4	M	M	-	-	-	
5-6	F	M	M	-	-	-
7-8	D	M	M	M	-	-
9-10	D	D	F	M	M	-

※ Use same damage codes as Damage Resolution tables.

■ Table III Movement Point Cost

	Terrain Type					
Unit	Desert	Clear	Forest	Hill	Up Slope	Down Slope
CA Unit	2	1	2	2	+2	+1
Vehicle	3	1	3	3	+2	+1
Infantry	1	1	1	1	±0	±0
Helicopter	1	1	1	1	±0	±0
DG	1	1	2	2	+2	+1
BM	2	1	2	1	+1	0
GS	1	1	2	1	+1	+1

※ Desert Gunner and Bushman CA units are designed for use in deserts and mountains, respectively. Ground Search is a hovercraft and is treated differently from other vehicles.

■ Table IV Movement Point Cost (Snow)

	Terrain Type				
Unit	Snow	Forest	Hill	Up Slope	Down Slope
CA Unit	2	3	3	+3	+2
Vehicle	3	4	4	+2	+1
Infantry	1	1	1	±0	±0
Helicopter	1	1	1	±0	±0
BG, BF	1	3	2	+2	+1
GS	1	2	1	+1	+1

■ Damage Resolution Procedure

Calculate Final Attack Power with the following formula:

Shooter's Attack Power - **Target Range** - **Target's Armor Thickness** = **Final Attack Power**

Use **Table VI** if the Final Attack Power ≥ 0

Use **Table VII** if the Final Attack Power < 0

Use **Table VIII** if the target is an infantry unit

■ Table VI Damage Resolution (Attack ≥ 0)

	Die Roll					
Attack Power	**1**	**2**	**3**	**4**	**5**	**6**
3 or more	D	D	D	D	D	F
2	D	D	D	D	F	M
1	D	D	D	F	M	-
0	D	D	F	M	-	-

※ Roll one die.

■ Table VII Damage Resolution (Attack < 0)

	Die Roll					
Attack Power	**2**	**3**	**4**	**5**	**6**	**7-12**
-1	D	D	D	F	M	-
-2	D	D	F	M	-	-
-3	D	F	M	-	-	-
-4 or less	F	M	-	-	-	-

※ Roll two dice.

■ Table VIII Damage Resolution vs. Infantry

	Die Roll					
Attack Power	**1**	**2**	**3**	**4**	**5**	**6**
4 or more	D	D	D	D	-	-
2-3	D	D	D	-	-	-
0-1	D	D	-	-	-	-

※ Roll one die. Use only when targeting an infantry unit.

D: Destroyed **F:** Fighting Disabled **M:** Mobility Disabled

REFERENCE SHEET B

DOUGRAM

Table V: Hit Confirmation and Unit Information

UNIT TYPE	COMBAT ARMOR (CA) UNIT NAME	TABLE V: HIT CONFIRMATION 0	1	2	3	4	5	6	7-9	10+	ATTACK POWER	ARMOR THICK.	MOVE.	VP COST
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TR	Trailer	-	-	-	-	-	-	-	-	-	-	3	10	8
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BJ	Bonefish	-	-	-	-	-	-	-	-	-	-	1	20	7
DY	Duey	5	4	3	1	1	-	-	-	-	5	1	24	14
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UA	Federal Mechanized Infantry	4	2	1	-	-	-	-	-	-	3	1	1	5
GL	Liberation Army Infantry	5	3	1	-	-	-	-	-	-	3	1	1	5

■ LET'S ENJOY SIMULATION GAME

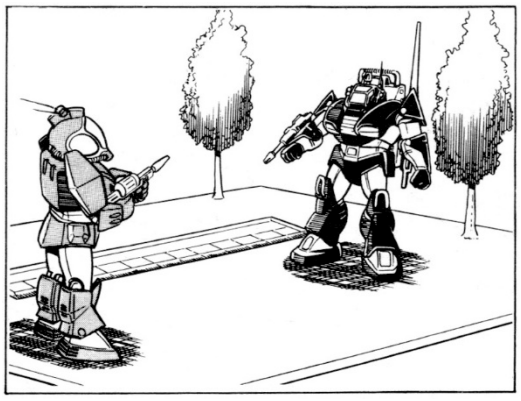
[This article appeared in Dual Magazine no. 1 (Summer 1982) to introduce what was then called the "Dougram wargame" series. The first game would premier as *Dougram Simulation Game Manual No. 1* in Dual Magazine no. 2 – Ed.]

There have been many games based on animated characters ("character games") up to now, but very few are pure wargames. If the source material doesn't have a decent "war" to some extent, it is often used to create a simple, family-friendly game.

Anime series like *Gundam*, *Ideon*, and *Yamato* fit into the war story framework.

Another series is *Fang of the Sun Dougram*. It is a fun weekly TV program complete with heavy combat armors (CB armors) that act like AFVs, rampaging battle scenes, and a touch of war movie production. How could I not turn this into a game?! But, many of you might think that, "if you make a Dougram wargame, it will be another difficult board game."

But wargames aren't just about hex maps and cardboard counters. On the contrary, the first wargames that came to Japan were miniatures games. Miniature games (commonly called "actuals") are often played with 1/76 scale miniature troops and vehicles, transparent sheets, and tape measures. These games are a bit vague, unlike board games that are rigorously standardized, but they are a lot of fun. The atmosphere is spot-on, as life-like figures and precise tank models move across realistic terrain, rather than dull cardboard counters. Even if the rules are ambiguous, they are a visual treat.



[Illustration of an "actual game" miniatures game being played with scale Dougram models, terrain, and a ruler. - Ed.]

Miniatures games, as true wargames, have become quite popular due to the boom in military plastic models. At one point, game tournaments were being held every week.

However, the board game has gradually become more widespread since they were introduced seven or eight years ago, and the miniatures games are becoming overshadowed (of course, they are still popular).

The main reason why board wargames are so popular is that all the boards and pieces come in one pack and you can start playing immediately on the day you buy them. Miniatures games are not sold in complete sets, so all the figures, tanks, and cannons must be purchased individually. If you don't have all the pieces and build the game board with your own hands, you cannot play at all. It takes a lot of effort to start a game. People who want to play quickly opt to play board games.

Also, there are not many tightly unified rules sets for miniatures games. Most are homemade rules sets, each one slightly different. It is often necessary to check the rules in advance with playing with other groups and ambiguity in rules can be a source of trouble when playing seriously.

There are not as many disputes over rules when playing board games. The game board is rigorously divided into hexagonal spaces and each game includes a complete rule book. Disputes often only arise from different interpretations of a word or a line in the rules.

This is the reason why most people think about hex grids and cardboard counters with numbers printed on them when they think about wargames. Most character games released so far follow this board game model.

However, the Dougram Wargame, which will be released by Takara, returns to the class of miniature wargames. It doesn't involve moving a sloppy cardboard chit across a simple game board. Detailed Dougram and Soltic miniatures fight on uneven and wooded terrain on a realistically illustrated board. The rules are relatively simple and everyone can enjoy playing. [Note – This refers to the then-upcoming release of Takara's first two games in their "3D Simulation Game" series*: Battle of Stanrey* (1984) and *Battle of Kalnock* (1984) board games, both based on Dougram and include metal miniatures, plastic trees, and tiny periscopes for determining line-of-sight. The third entry in the series is *Plotters City Woodo* based on the *Votoms* anime series. A fourth game was planned but it is unclear if it was ever released. – Ed.]

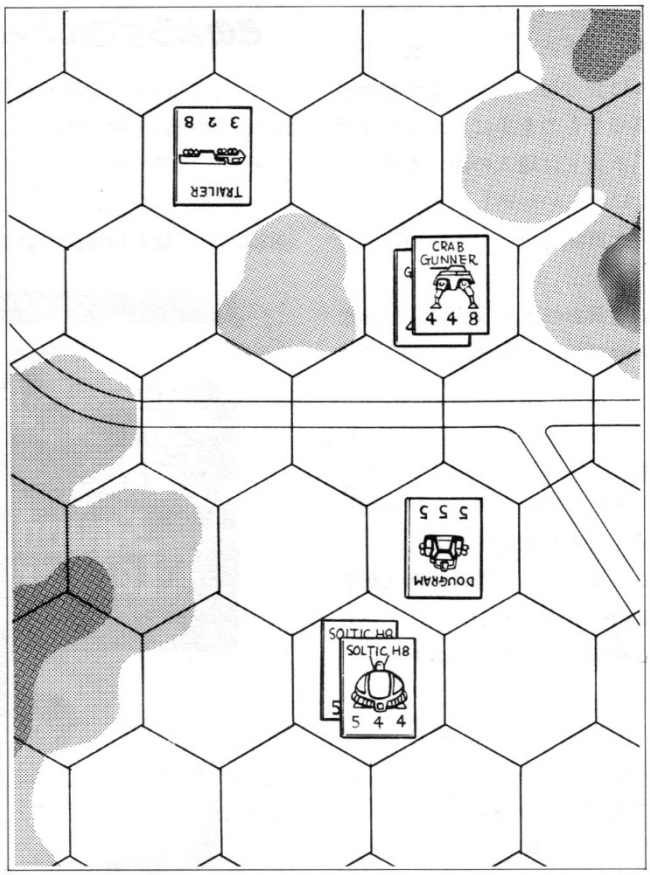
There are new game concepts that have not been seen in miniatures games before, but even novice players can understand the game quickly.

For those who have trouble imagining the brave characters on the screen coming to life with the humble illustration on a

cardboard counter, miniatures games are the best choice. Some may say, "but I want to play some serious board games!"

To meet such demands, we have already planned to design a new Dougram board wargame. Since our emphasis will be on creating rules based on the performance differences of each CB armor, it may be more difficult than the miniatures games [*Battle of Stanrey* and *Battle of Kalnock* – Ed.].

But don't worry, we plan to include game board and counters (which will be properly printed on thick cardstock) in this magazine, starting with the next issue [issue no. 2 – Ed.].



[This illustration accompanied the article and show an early design of the game's unit counters. Note that the counters face toward hex corners instead of hex sides. The unit types are easily recognizable, but the Attack, Armor, and Movement values are different from those in the game as published. – Ed.]

Original caption: <*Editor's Note*> *These illustrations of the upcoming game are prototype concepts and may differ from the final product.*

To start, I will explain the basic concepts of board games, the rules, and how to start the game in an easy-to-understand manner. Then, I plan to gradually increase the number of game boards and counters with each issue. At the same time, I will introduce more advanced rules and finally assemble them all into a complete (medium complexity or slightly higher level) board wargame.

If you can remember each block of rules, the entire game will become clear. Even those who have had trouble learning character games should be able to easily learn this new game system and even develop their own variant game rules.

Also, the price of each game can't be beat because they will be included in this magazine. It is a much cheaper way to acquire a game that is on par with other commercial board games. Even those who can't afford expensive games lined up in department stores and specialty shops can get started without a large investment.

Now, you can use these games in any way you like, either as an introduction to playing wargames or in parallel with upcoming actual games [probably referring to Takara's 3D Simulation Game series. – Ed.]. Stay tuned for the first installment of the Dougram Wargame series.

■ DESIGNER'S NOTES (GAME NO. 2)

(Originally printed in Dual Magazine issue no. 3. This issue introduced rules for desert warfare, infantry units, and transport units)

How was the Dougram simulation game no. 2? I conferred with Mr. Teshima of Gunma prefecture while designing this game. Please continue to send us your feedback. I would like to incorporate good ideas into the game. Next issue, we will be expanding the game with new types of terrain and units (coastline, snow field, Iron Foot, Duey battle heli, etc.) to further develop the world of *Dougram*. I'm looking forward to it (though the final content is as yet undecided). If you have any questions, doubts, or requests, please forward them to the "Simulation Manual" section of the editorial department by the end of January 1983.

■ DESIGNER'S NOTES (GAME NO. 4)

(Originally printed in Dual Magazine issue no. 5)

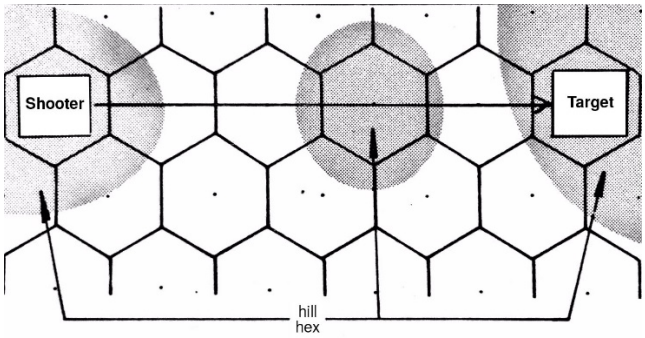
This is the final article for the Dougram edition of this column, which began in Dual Magazine issue #2. The next article will begin the Votoms edition. Thank you all so much for your letters. This issue's article reprints every unit published so far as an omnibus, includes the much-requested pilot rules, and should serve as the definitive edition of the Dougram Simulation Game. If you have any questions or ideas about this omnibus or about the upcoming Votoms Simulation Game, please write to the editor.

■ Q & A FROM GAME NO. 2

(Originally printed in Dual Magazine issue no. 3)

Q1) What happens to an immobilized unit's fire arc?
A1) Since the unit cannot move, it cannot change direction. It must keep its facing and cannot rotate its fire arc.

Q2) Can a unit on a hill shoot at another unit on a hill if there is a third hill in between them? (Mr. Ozeki, Aichi Prefecture)
A2) Yes, the unit may shoot over the intervening hill.



Q3) Can I target an enemy unit in a stack with my own units? (Mr. Kakinoki, Aichi Prefecture)
A3) Yes, any enemy unit in the stack may be targeted.

■ TRANSLATOR'S NOTES

[Translator's comments noted in brackets like this throughout this document. – Ed.]

This is the first English translation that I know of for the Dougram Simulation Manual game published in Takara's Dual Magazine issue no. 5 for summer, 1983. This game was the final article in a series of four different games based on the *Fang of the Sun Dougram* anime series. This final game serves as an omnibus edition, reprinting rules and unit counters from the three previous games published in the column by K. Otomo and Atsutoshi Okada (THQ), one of Japan's most prolific game designers during the 1980s. Okada got his start designing miniature games based on Gundam while in college and creating the fanzine THQ Report (from which "THQ" often accompanies his design credits).

Otomo and Okada continued to design more simulation games in their column, including those based on the *Votoms* and *Panzer World Galient* anime series. It reminds me of Charles Grant's pioneering series of magazine articles as he designed his miniatures wargame, Battle, starting in 1969. Unlike Grant's series, each article in the Dual Magazine column was a complete, playable game. Different issues would present games with new rules and settings, such as combat in outer space vs. ground combat.

■ TRANSLATOR'S RULES NOTES

When translating, I work to preserve the flavor of the original text as much as possible. These are my notes on translating from the original Japanese source material.

NOTE ON NAMES: *Fang of the Sun Dougram* never had an official release in North America, so are no canonical localizations of the terms and names of characters and vehicles into English. The main character's name (クリン) may be transliterated as Crinn, Krin, or Kurin in different sources. The names I use in this translation may be different from the names you are accustomed to.

CA or CB? Mechs in Dougram are referred to as Combat Armor, which is shortened to CB Armor. Combat Armor is further shortened to CA, which can be confusing.

Crab Gunner (CG) counter misprint: should be **CG**, not GG.

Duey (DY) counter misprint: should read: **5 1 24**

Nicholiev (NF) counter misprint: should read: **5 1 6**

Penalty for shooting at target unit in a forest hex? As far as the rules are concerned, a foest hex between the shooter and target will block line of sight. However, if the shooter or the target are in a forest hex and there is no forest hex between the two, there is no modification to the hit chance.

2-1 The counters used for damage effects were originally called "visual units." To avoid confusion with other units, I instead refer to these counters as "markers," just like the altitude markers for helicopter units.

6-4 The original illustration for Fire Arc A appeared to allow these units to shoot directly behind them. The image in this version is fixed.

11-4 The original instructions erroneously referred to Table IV instead of Table VII and listed a Fighting Disabled result instead of Mobility Disabled.

■ CREDITS

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